



SCHOOL SPORT VICTORIA

TABLE TENNIS - SECONDARY

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These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

Team Size: A team consists of 4 to 6 players.
A maximum of six (6) SSV medallions plus one (1) for the team coach will be awarded to placegetters.
Extra medallions will NOT be available.

State Format: Split Round Robin, Cross Over Semi Finals, Final

State Match Schedule: There will be a Pre-Championships Briefing for all teams prior to the first round of matches.

Please see the Table Tennis draw, on the SSV website, for the Briefing time and Match Schedule

State Match Format: Matches will consist of 6 Rubbers (4 singles and 2 doubles).

A Rubber is equal to the best of 5 x 11-point advantage Games.

Any pairings may be used for the doubles to comprise 1st & 2nd Pairs. Teams must nominate their doubles pairings before the start of play in each match.

Pairs may be changed following the singles by mutual agreement of the two coaches involved.

Note that players are restricted to one singles game and one doubles game in each match.

Changing of seedings will result in forfeiture of the relevant matches or forfeiture of the Rubber or disqualification, at the Convener's discretion.

After each 2 points have been scored, the receiving player or pair shall become the serving player or pair. In the last possible game of a match the players or pairs shall change ends when first either player or pair scores 5 points. In the last possible game of a doubles match the pair due to receive next shall change their order of receiving when first either pair scores 5 points.

State Game Winner: A game shall be won by the player or pair first scoring 11 points with a 2-point advantage.

State Match Winner: Match winners are decided on rubbers. If equal, on games. If still equal, then on points. If still equal, then a draw shall be declared.

State Round Robin Winner: Points will be allocated for Round Robin matches as follows: 4 points for a win, 2 points for a draw and 0 for a loss.

If, at the end of the round robin, two teams are equal on matches won, then the winner of the face-to-face match will be declared the winner. If their face-to-face match was a draw, then total rubbers won shall determine the winner. If still tied, total games won. If still tied, total points won. If still tied, rubbers then games then points percentage will be used.

If more than two teams are tied on matches won, total rubbers won from the matches involving the other tied teams shall determine the winner. If still tied, total games from the matches involving the other tied teams. If still tied, total points from the matches involving the other tied teams. If still tied, then percentage from the matches involving the other tied teams shall be used.

State Final Winner The Final will be decided on rubbers won. If equal, on games, If still equal then on points. If equal, then each team will nominate two doubles pairs who will then play an extra game simultaneously. If they win one game each, points total will decide the winning team.

Conditions: See the School Sport Victoria 'General Conditions of Competition'.

All players, teachers, spectators and officials are bound by the 'SSV Codes of Conduct'

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Rules: Table Tennis is conducted under the International Table Tennis Federation Laws unless otherwise stated.

- Toss for Ends/Service:** Players will toss for the choice of ends or service before all matches.
- Hit Up Time:** The hit-up time for the first matches will be 2 minutes. For all subsequent matches, 1 min.
- Doubles Service Rotation:** In doubles, at each change of service the previous receiver becomes the server, and the partner of the previous server becomes the receiver.
- Dress:** Competitors must be dressed in their school sports uniform or acceptable table tennis attire.
Jeans, board shorts (surf shorts) and clothing with advertising or large manufacturer's logos are not acceptable. Non marking soled sports shoes must be worn.
Players not correctly dressed will not be permitted to compete.
- Lateness Penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.
If a team is more than 20 min late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will forfeit their number 3 and 4 singles 0:11 0:11 0:11.
- Equipment to Bring:** Competing schools are to provide:
- TTA approved Table Tennis bats
 - The surface covering material must be matt with one side being bright red and the other side being black.
 - 12 approved TTA balls with a diameter of 40 mm weighting 2.7 g
 - The ball shall be made of celluloid or similar plastics material and shall be white or orange, and matt.
 - Match balls will be provided for the State Finals, teams must provide their own practice balls.
 - Umpire
 - A first aid kit.
 - Sports Tape **MUST** be supplied by the student/competing team if pre-game strapping for injury prevention by the qualified sports trainer (if present) is required.

NOTE: An up-to-date team sheet must be handed to the convener on the day of competition.